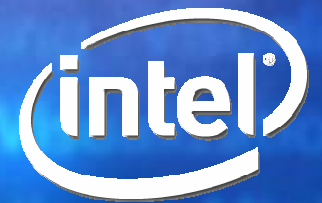


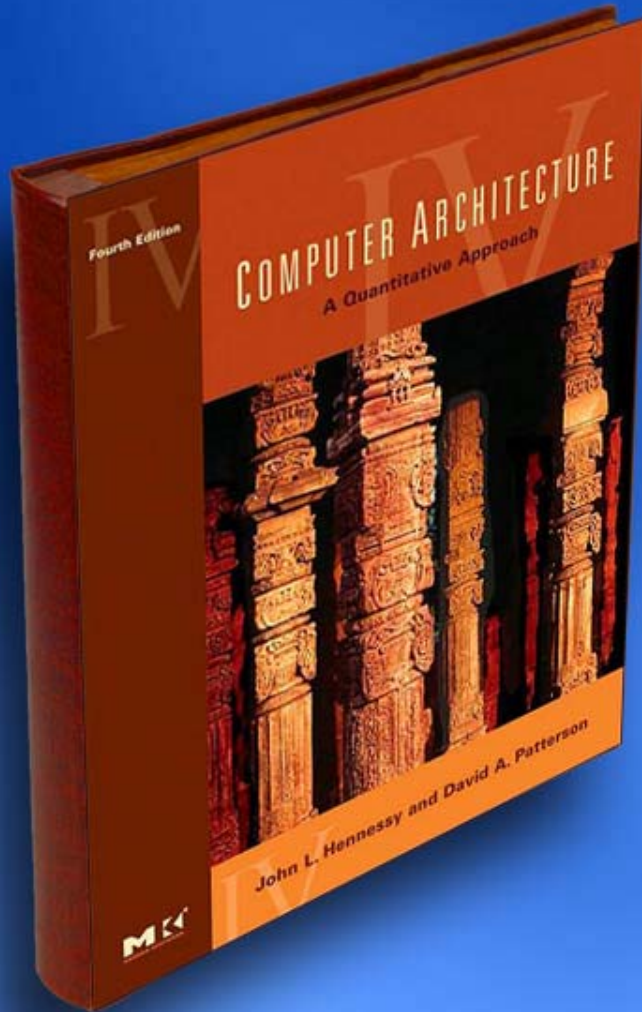
# COOL CODES FOR HOT CHIPS: A QUANTITATIVE BASIS FOR MULTI-CORE DESIGN



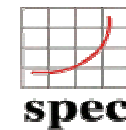
**Justin Rattner**

**Intel Senior Fellow | Chief Technology Officer**

# Two Decades of Quantitative Design



**TPC** Transaction Processing  
Performance Council



**SYSmark® 2004 SE**



**MobileMark® 2005**

**3DMARK®06**  
The Gamers' Benchmark



# Multi-Core Transition Accelerating

**“We notified customers we’re pulling in both the desktop and server (launch) of the first quad-core processors into the fourth quarter of this year from the first half of 2007”**



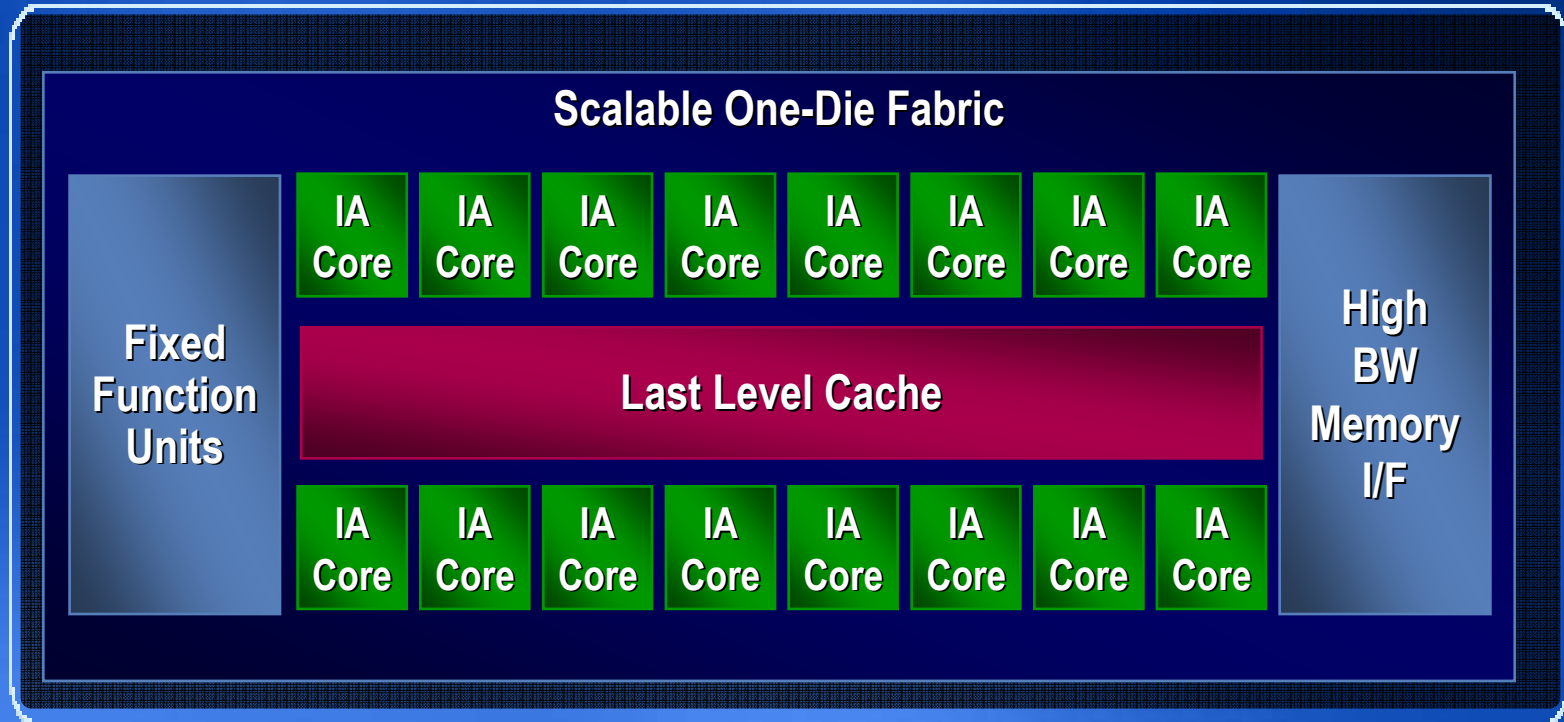
**“The UltraSPARC T1 processor with CoolThreads technology is the highest-throughput and most eco-responsible processor ever created.”**



**“Azul has been able to pack an industry-leading 24 processor cores on a single-chip, which means that each processor is able to run 24 simultaneous parallel threads”**

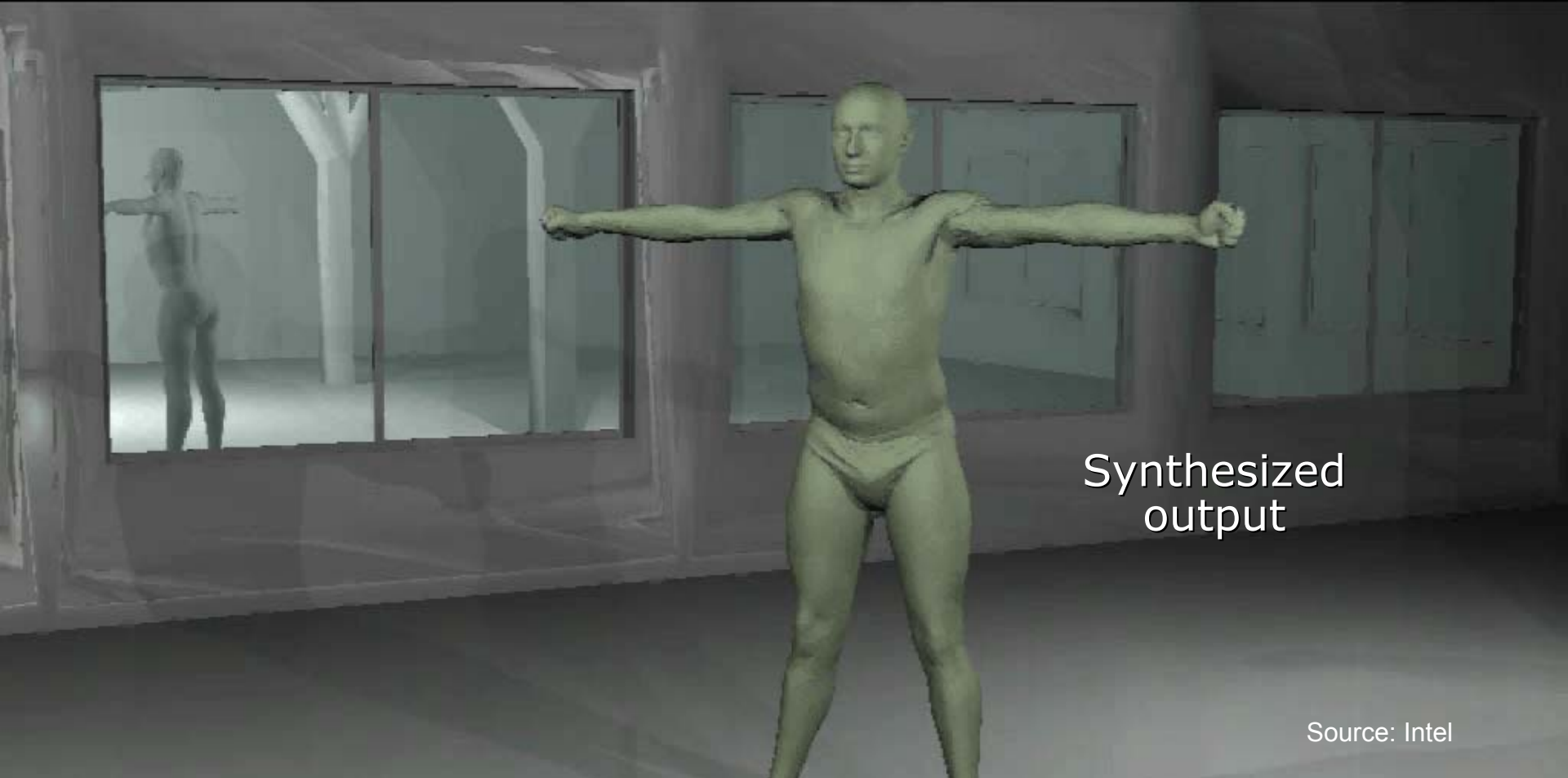


# Tera-Scale Strawman



***Opening up new classes of applications***





Synthesized  
output

Source: Intel

Camera 1 input



Camera 2 input



Camera 3 input

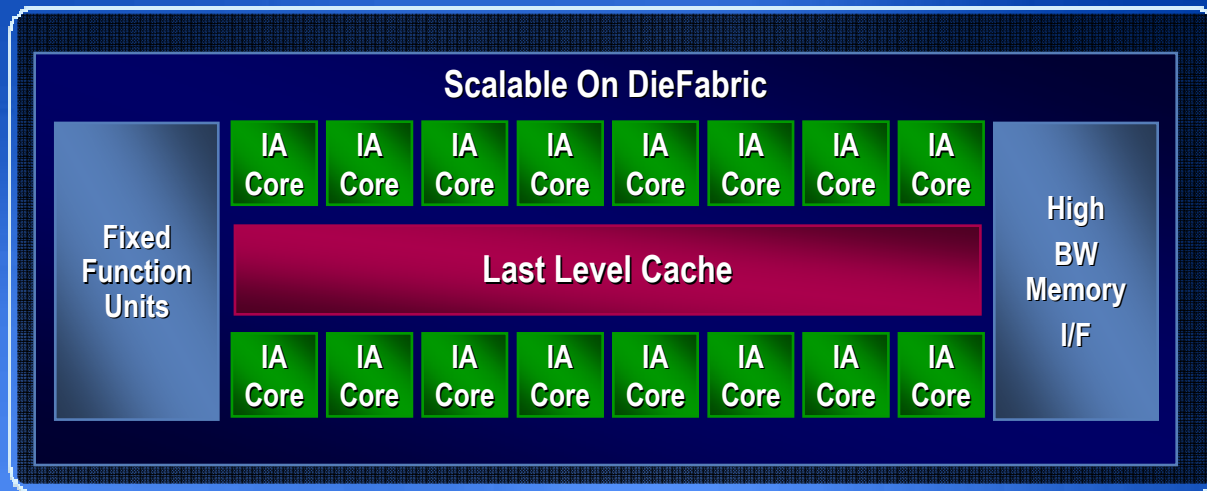


Camera 4 input



# Design Challenges

- Complex memory hierarchy
- Sophisticated on-die fabrics
- Explicit thread support
- Fixed function acceleration



***Lacking The Quantitative Tools...***

# No Multi-Core Metric?

SPLASH



HPC focused

TPC



Throughput

EEMBC



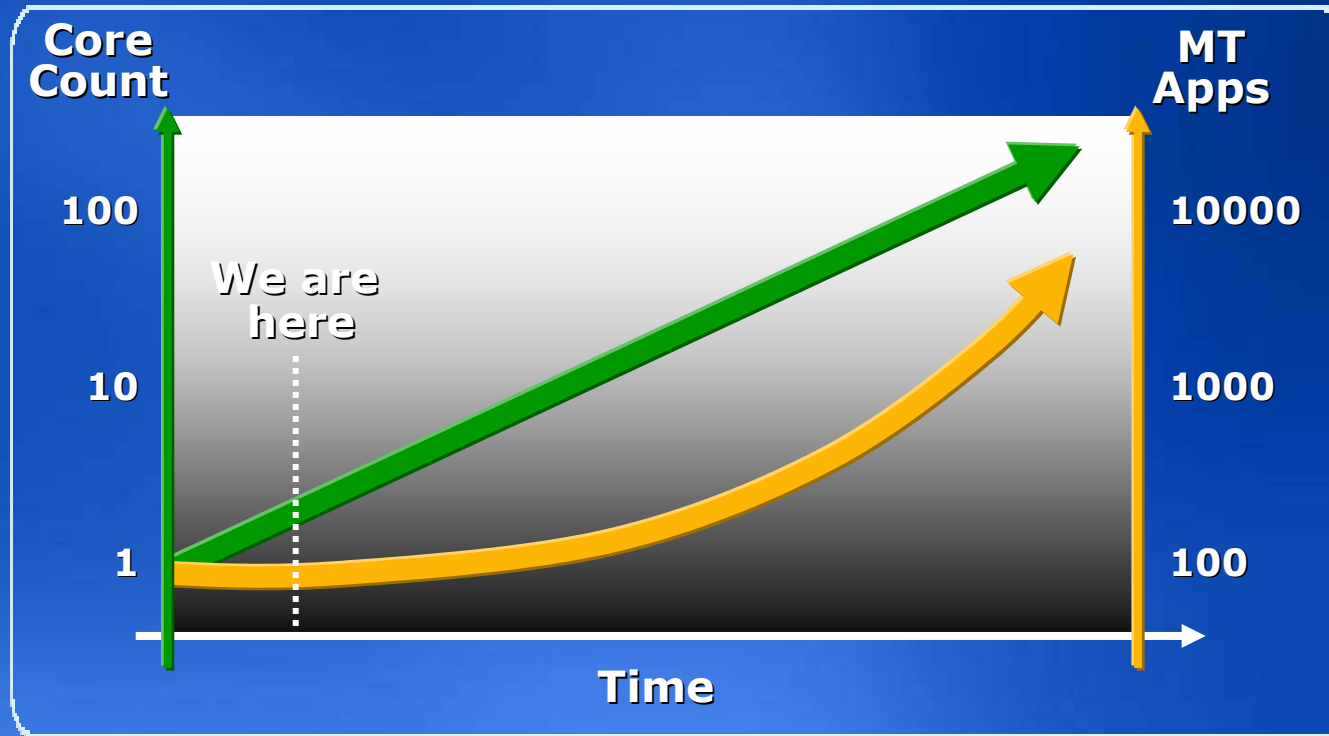
Embedded

3DMark



Single domain

# The Waiting Game



Designing **2010** Processors Today  
Must **Anticipate** Future **Applications**



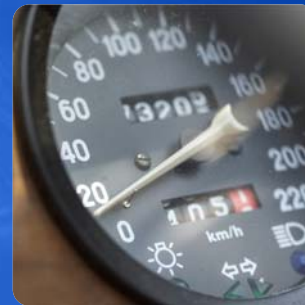


# Creating a Multi-Core Benchmark

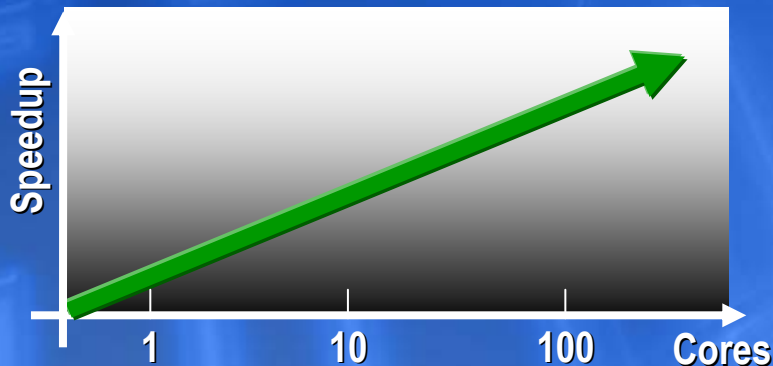
## Established & Emerging



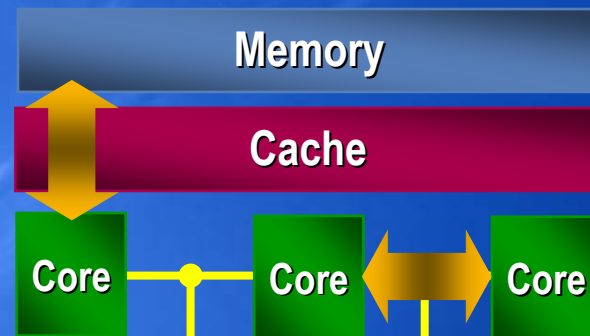
## Performance & Energy Aware



## Highly Threaded & Scalable



## Differentiated and Stressful



# Unique Challenges

## ***Do We Target...***

**Bigger *OR* Smaller Cores**

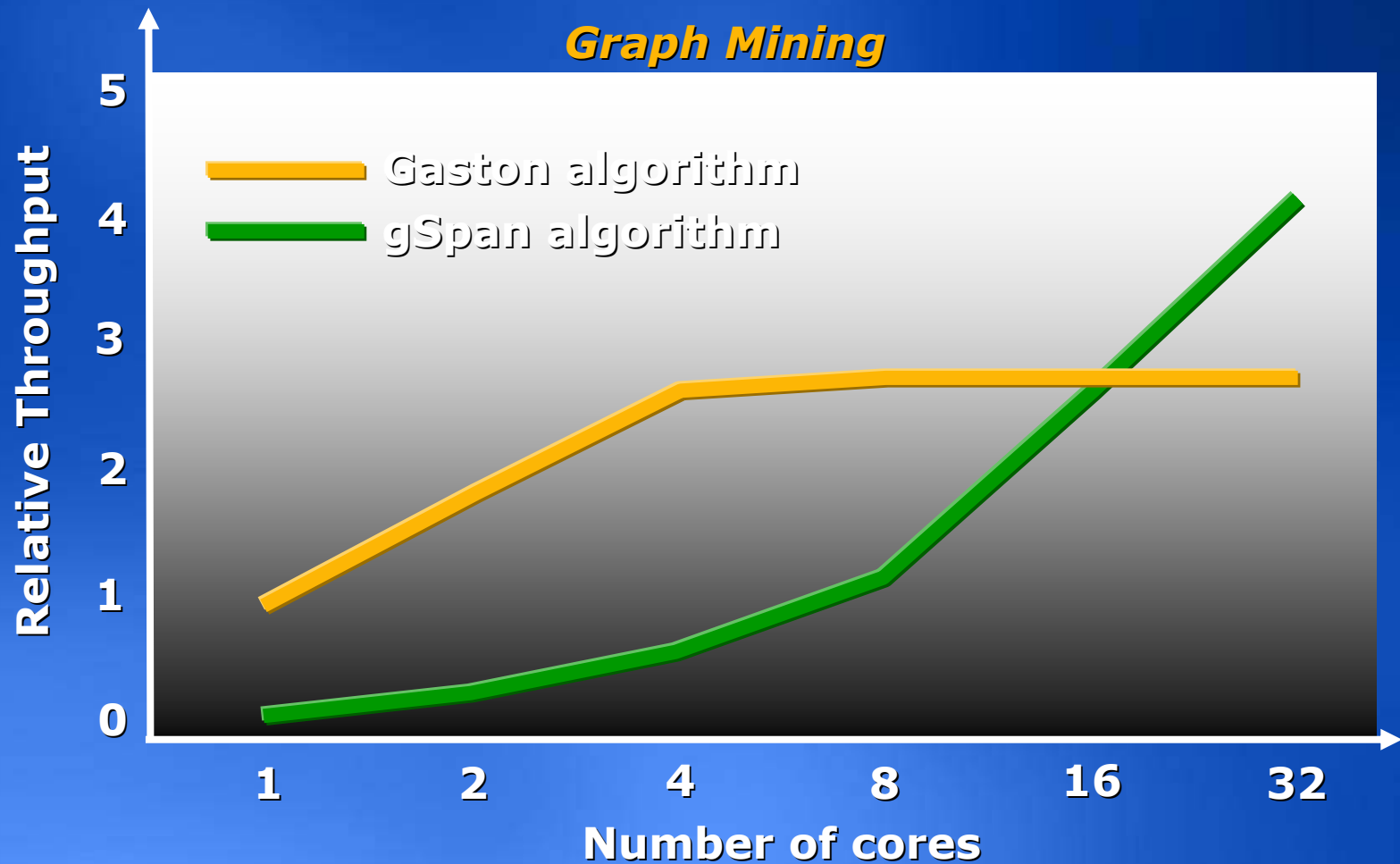
**Performance *OR* Scalability**

**Compute *OR* I/O Intensive**

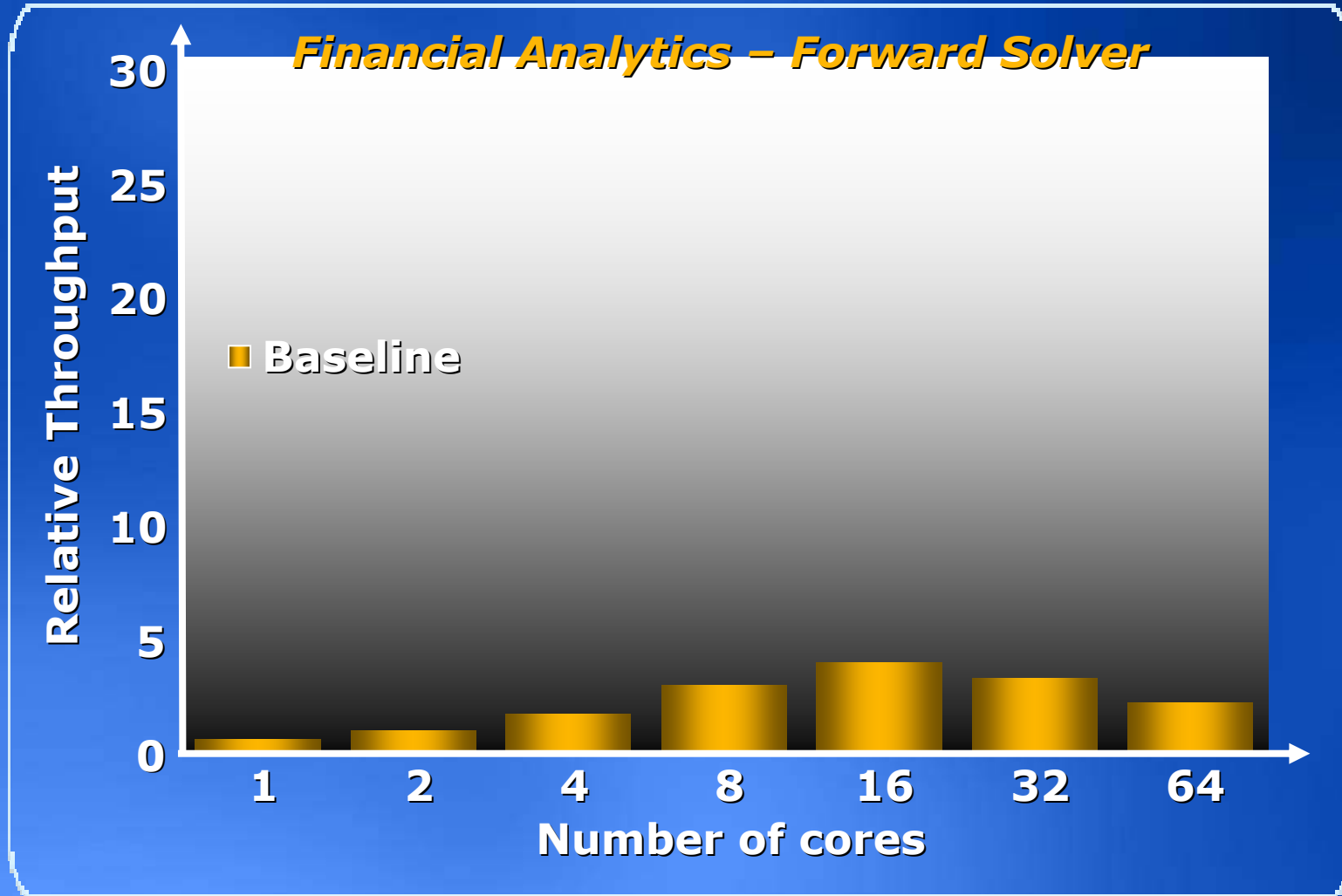
**Cache Friendly *OR* Memory Intensive**



# Performance vs. Scalability

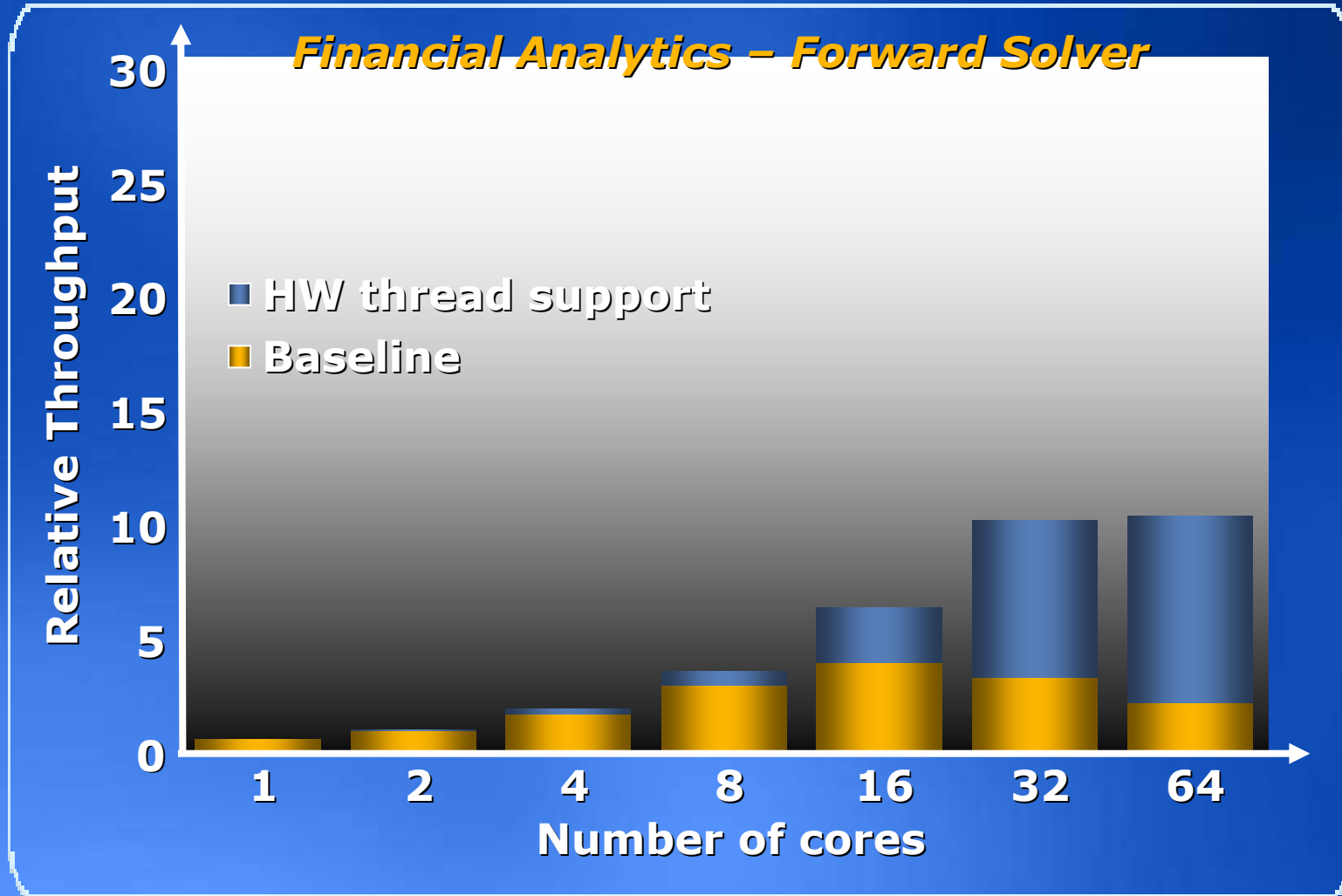


# Architecture-Algorithm Co-Design

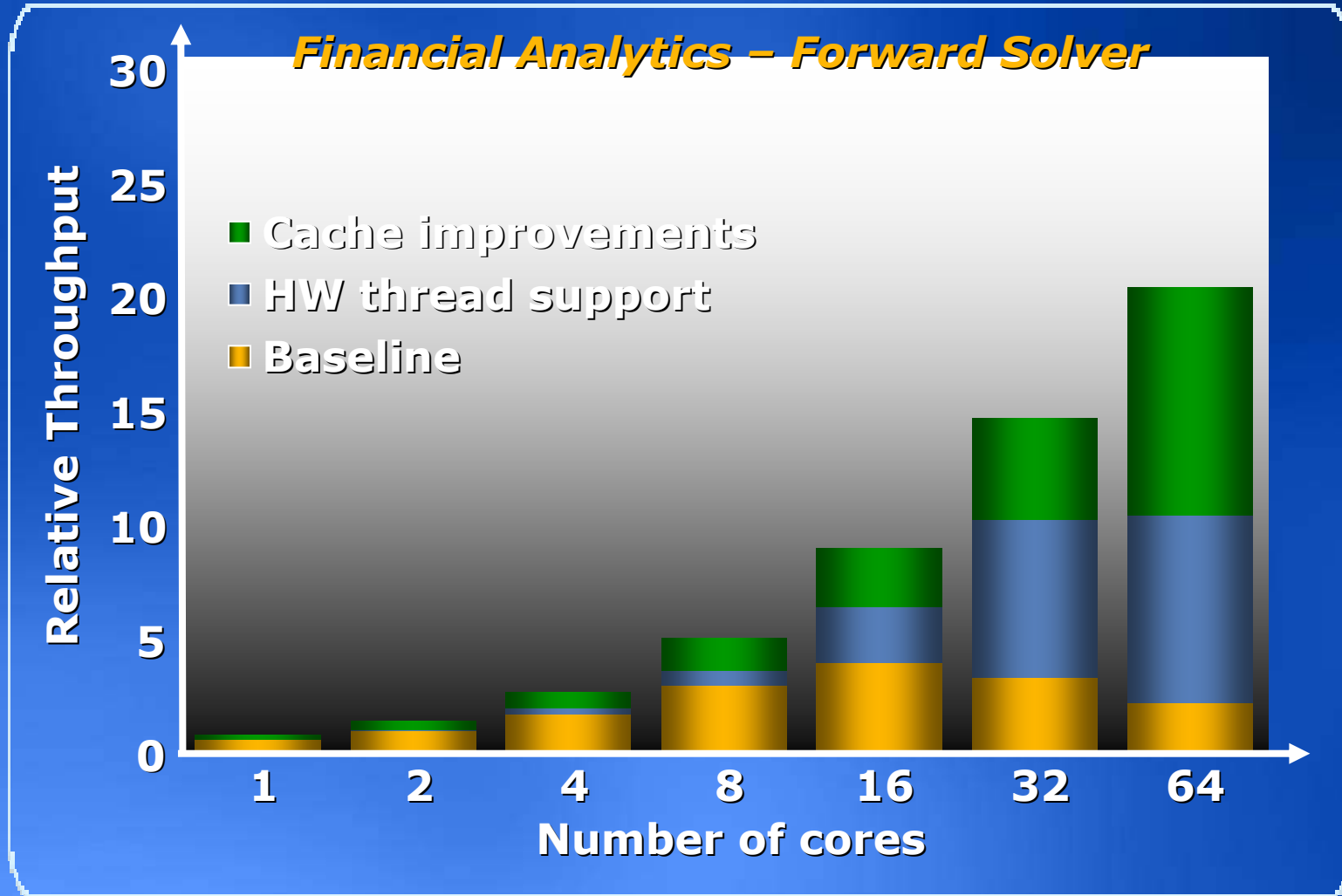




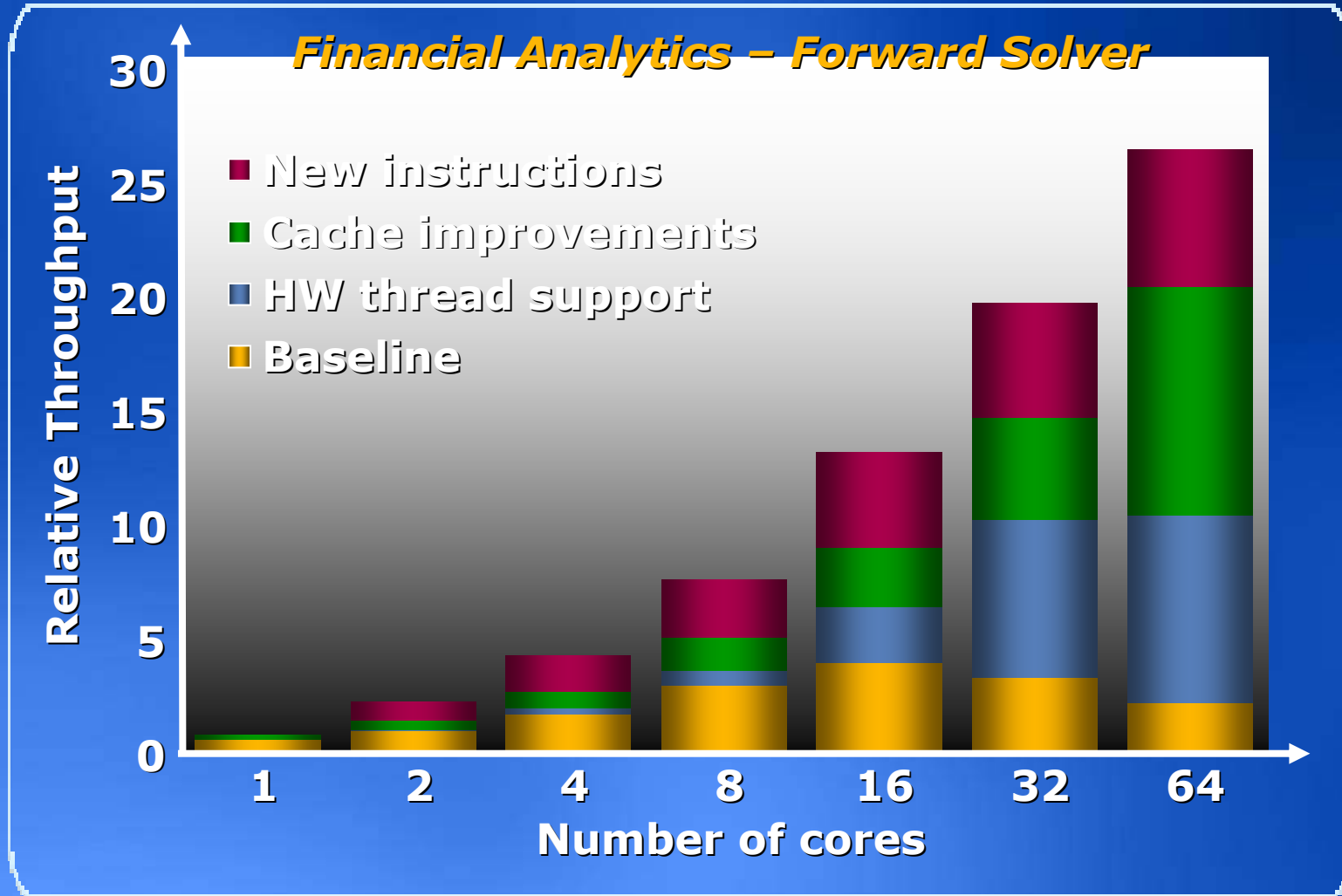
# Architecture-Algorithm Co-Design



# Architecture-Algorithm Co-Design



# Architecture-Algorithm Co-Design



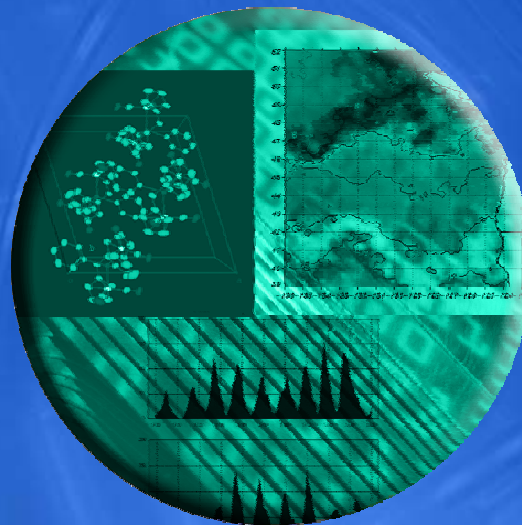
# Emerging 'Killer' Applications

## *The RMS Suite*

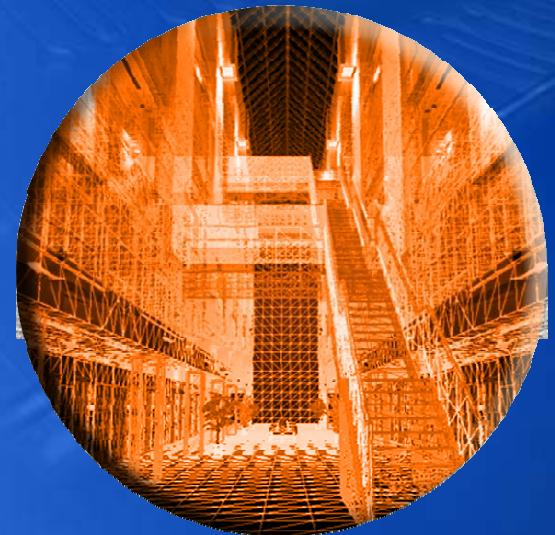
### Recognition



### Mining



### Synthesis





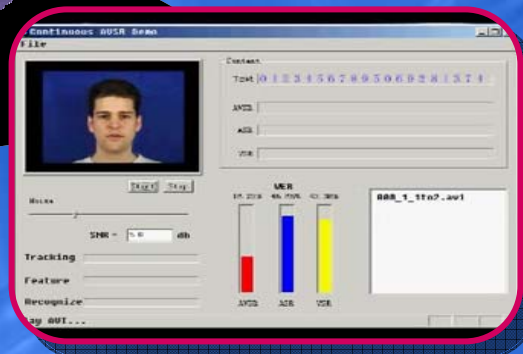
# Emerging “Killer Apps” (R)



**Recognition**

**“What is it?”**

Modeling and identifying  
using multi-modal data



Source: Intel

Nefian, et. al, “Dynamic Bayesian networks for audio-visual speech recognition,” Journal of Applied Signal Processing, 2002

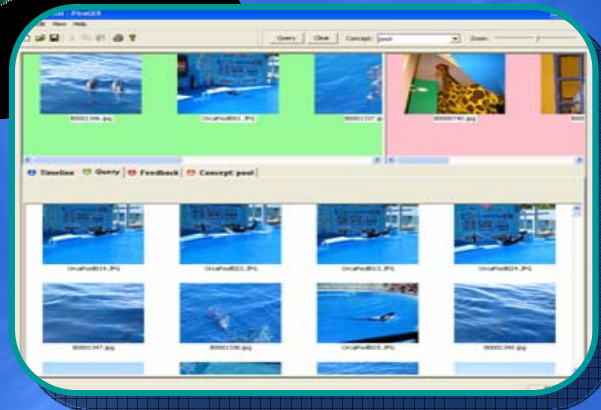


# Emerging “Killer Apps” (M)



**Mining**

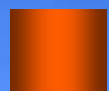
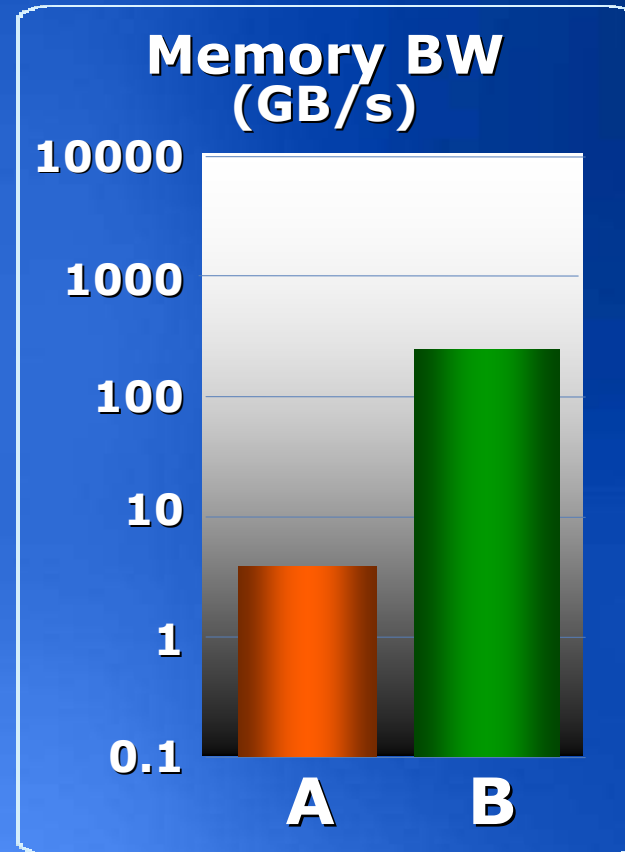
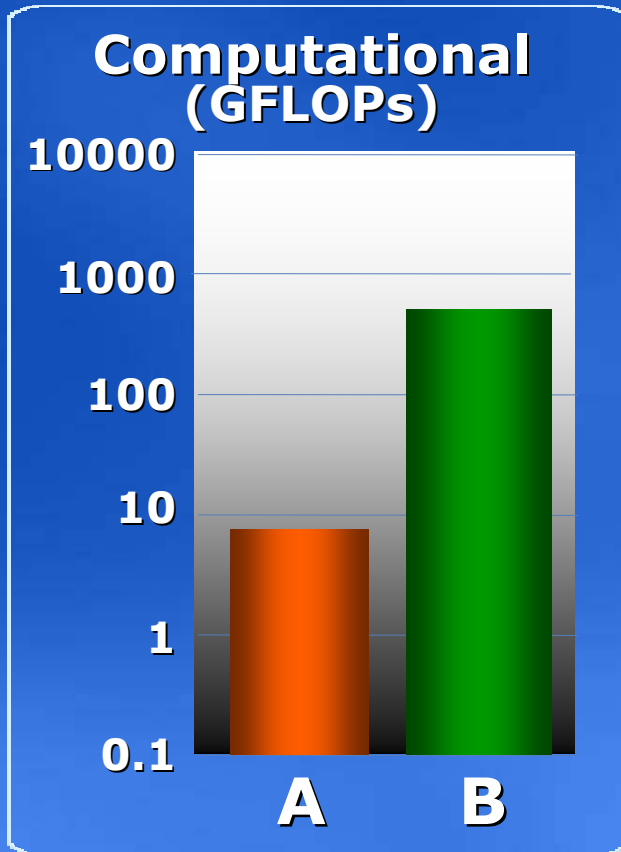
**“Where is it?”**  
Search for a similar instance



Source: Intel



# Computer Vision



A: Video surveillance, 2 web cams



B: Body tracking, 4 DV cameras

# Emerging “Killer Apps” (S)

## Synthesis

“What if?”

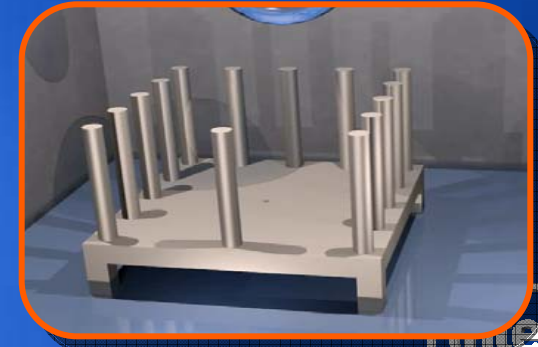
Creating new model instances



Source: Intel



Source: InTrace

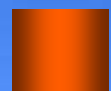
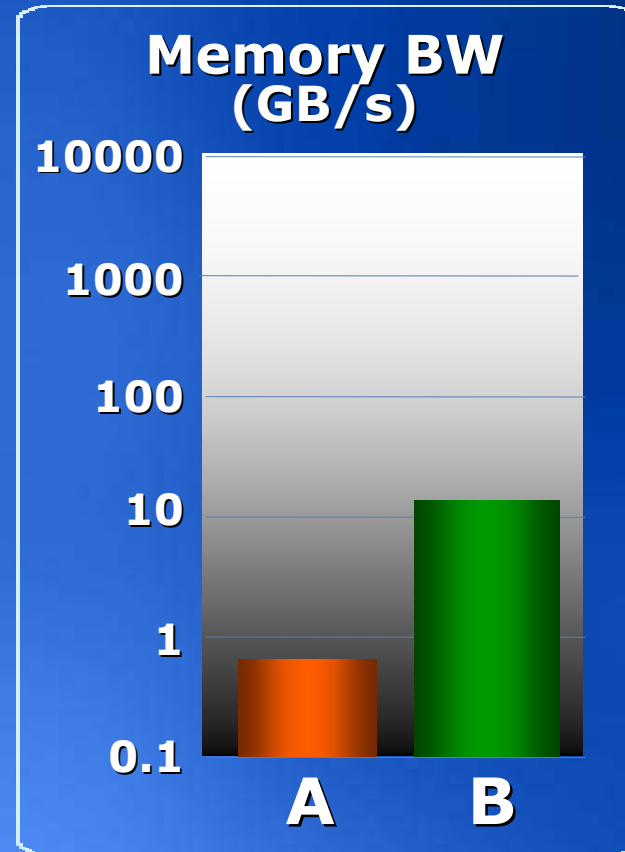
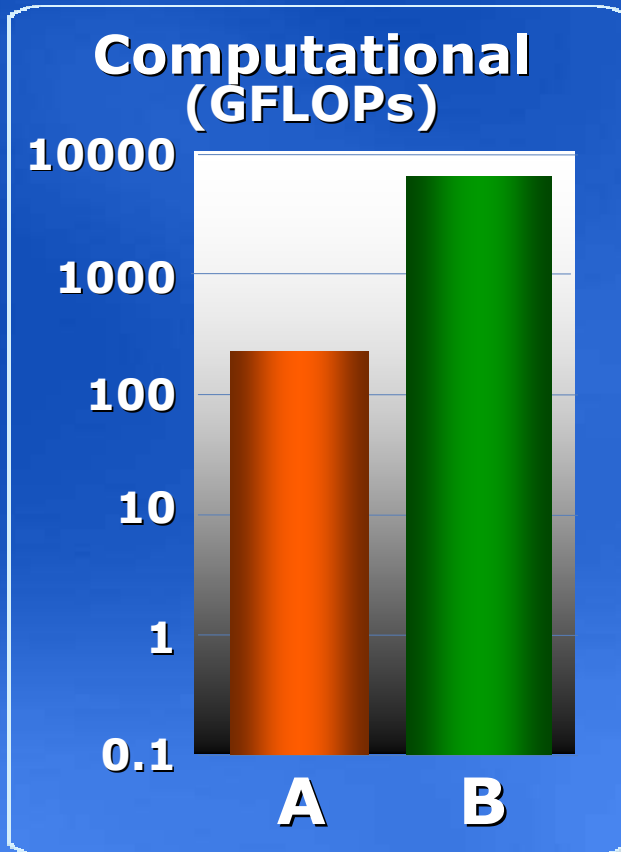


Source: Stanford

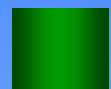




# Ray-Tracing

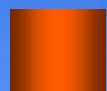
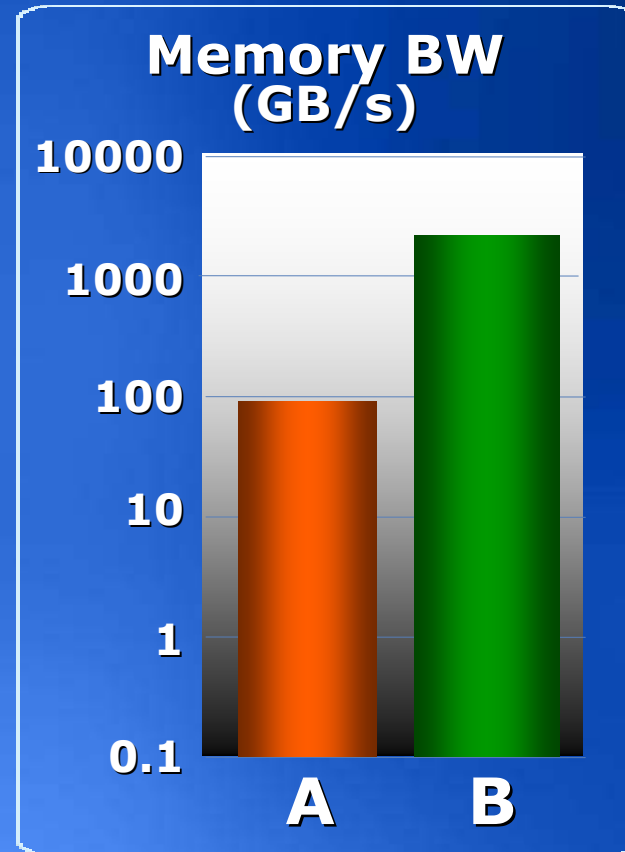
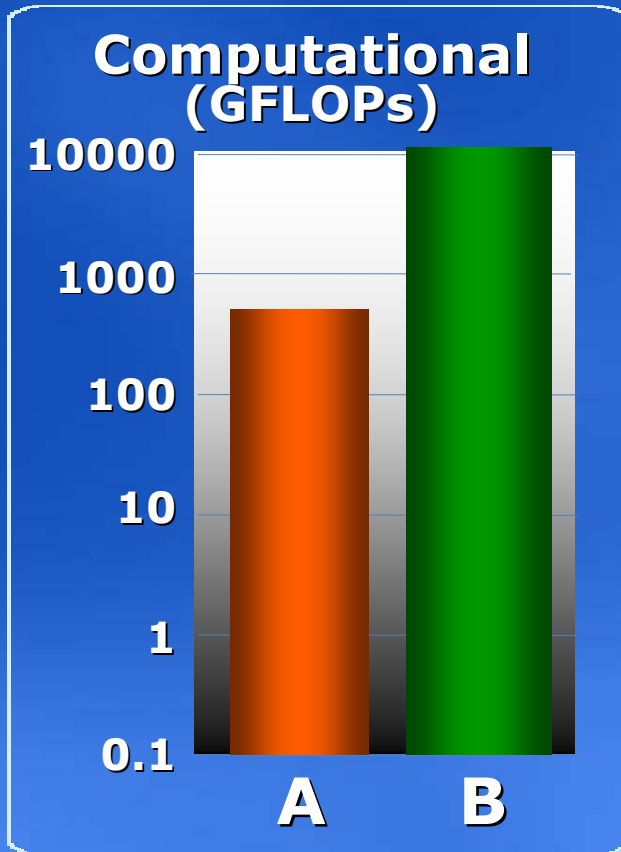


A: Bar scene, 1 mega-pixel

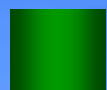


B: Beetle scene, 1 mega-pixel

# Physical Simulation



A: CFD, 75x50x50, 10 fps



B: CFD, 150x100x100, 30 fps

# Intel's RMS Application Suite

Ray tracing / Global illumination

Multi-document summarization

Rigid body game physics

Text indexer

Fluid simulation

Mortgage based security valuation

Facial animation

Portfolio management

Cloth simulation

Bioinformatics suite

Full body tracker

Graph mining

Face detection

Frequent itemset mining

Audio-visual speech recognition

Sports video highlight extraction



# Intel's RMS Primitives Suite

Interior point method

Signal / image processing

Combinatorial optimization

Partitioning structure collision tests

FG/BG and Canny edge detection

Convex optimization

Partitioning structure build/traversal

Level set/fast marching method

Machine learning primitives

Numerical integration suite

Finite element/difference/volume

Dense matrix primitives

Sparse matrix primitives

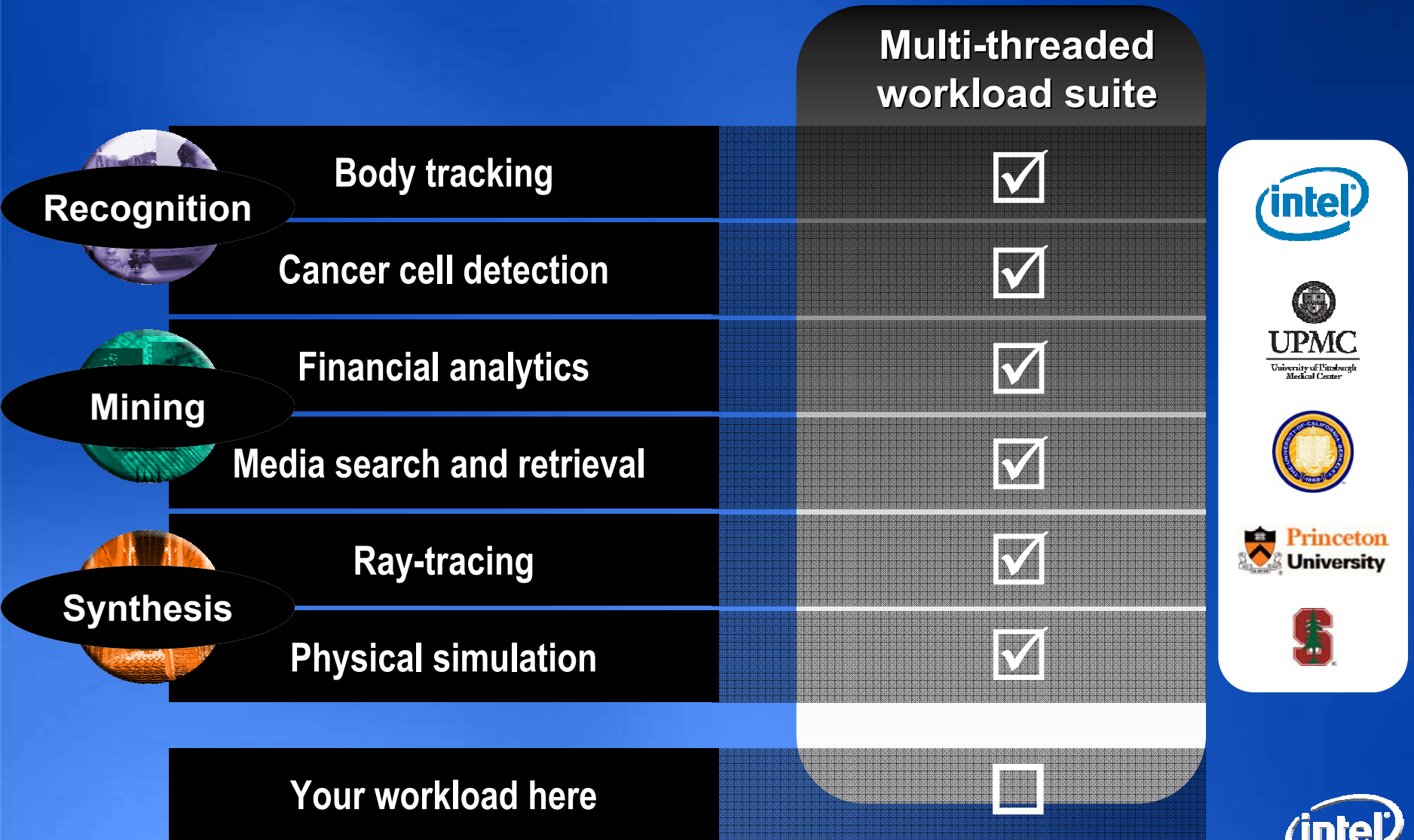
Stochastic optimization

PCG/Jacobi/Gauss-Siedel/PSCR

Black-Scholes/American options



# Creating a Public RMS Suite





# Suite Repository and Working Group



**Princeton**  
**University**



**Professor Kai Li**

Charles Fitzmorris Professor  
Department of Computer Science

**Professor J. P. Singh**

Department of Computer Science





***The Future of Multi-core  
Processors is in Our Hands***



